| Ref # | Hits | Search Query | DBs | Default Operator | Plurals | Time Stamp |
|---|---|---|---|---|---|---|
| L3 | 2 | ((parametric or polynomial) and (("not" or "non") near3 parametric) and texture).CLM. | US-PGPUB | OR | ON | 2005/09/03 13:35 |
| L2 | 1 | ((parametric or polynomial) and (("not" or "non") near3 parametric) and texture and (select$3 or choos$3 or compari$4)).CLM. | US-PGPUB | OR | ON | 2005/09/03 13:35 |
| S210 | 4 | (select$3 or choos$3) same (parametric and BRDF) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 13:33 |
| S207 | 216 | (select$3 or choos$3) same (parametric and (("not" or "non") adj2 parametric)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:14 |
| S209 | 33 | S208 and ("345"/$.ccls. or "382"/$.ccls. or "348"/$.ccls. or "358"/$.ccls.) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:07 |
| S208 | 125 | S207 and (viewpoint or threshold or (light near2 (vector or position))) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:07 |
| S202 | 1 | 345/586.ccls. and (parametric near7 (select$3 or chos$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:05 |
| S206 | 0 | 345/619.ccls. and (parametric same texture same viewpoint) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:01 |
| S204 | 5 | 345/619.ccls. and (parametric near7 (select$3 or chos$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:01 |
| S151 | 0 | 345/619.ccls. and (parametric same texture same viewpoint) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:01 |

| | | | | | | |
|---|---|---|---|---|---|---|
| S20 5 | 1 | 345/619.ccls. and (PTM or (parametric near7 map$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:00 |
| S20 3 | 1 | 345/585.ccls. and (parametric near7 (select$3 or chos$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:00 |
| S20 1 | 3 | 382/285.ccls. and ((curve or curvature) near7 map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:00 |
| S20 0 | 8 | 345/423.ccls. and (parametric near7 (select$3 or chos$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:00 |
| S15 0 | 1 | 345/619.ccls. and (PTM or (parametric near7 map$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:00 |
| S14 9 | 4 | 345/619.ccls. and (parametric near7 (select$3 or chos$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:00 |
| S14 7 | 1 | 345/586.ccls. and (parametric near7 (select$3 or chos$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:00 |
| S14 5 | 1 | 345/585.ccls. and (parametric near7 (select$3 or chos$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:00 |
| S14 4 | 8 | 345/423.ccls. and (parametric near7 (select$3 or chos$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:00 |
| S14 0 | 3 | 382/285.ccls. and ((curve or curvature) near7 map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 10:00 |

| | | | | | | |
|---|---|---|---|---|---|---|
| S19 9 | 84 | 345/647.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:56 |
| S19 8 | 70 | 345/646.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:56 |
| S14 3 | 82 | 345/647.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:56 |
| S14 2 | 67 | 345/646.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:56 |
| S19 7 | 3 | ((select$3 or choos$3) near5 (texture adj map)) and (BRDF and parametric) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:51 |
| S19 6 | 1 | 382/285.ccls. and (PTM or (parametric near7 map$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:51 |
| S19 2 | 32 | ((select$3 or choos$3) near5 (texture adj map)) and (parametric) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:51 |
| S19 5 | 0 | 382/285.ccls. and ((select$3 near5 map$3) same (curv$3 or parametric)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:39 |
| S19 3 | 19 | ((select$3 or choos$3) near5 (texture adj map)) and (polynomial) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:39 |
| S13 9 | 1 | 382/285.ccls. and (PTM or (parametric near7 map$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:39 |

| S138 | 0 | 382/285.ccls. and ((select$3 near5 map$3) same (curv$3 or parametric)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:39 |
|---|---|---|---|---|---|---|
| S194 | 2 | "20020060679" | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:33 |
| S190 | 3 | ((select$3 or choos$3) near5 (texture adj map)) same (parametric) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:33 |
| S191 | 0 | ((select$3 or choos$3) near5 (texture adj map)) same (polynomial) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:31 |
| S189 | 85 | 345/639.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:30 |
| S188 | 14 | ((select$3 or choos$3) near5 (texture adj map)) same (type) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:30 |
| S136 | 84 | 345/639.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:30 |
| S135 | 14 | ((select$3 or choos$3) near5 (texture adj map)) same (type) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:29 |
| S187 | 102 | 345/587.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:26 |
| S186 | 76 | 345/586.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:26 |

| | | | | | | |
|---|---|---|---|---|---|---|
| S18 5 | 1 | 345/552.ccls. and (PTM or (parametric near7 map$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:26 |
| S18 4 | 3 | 345/552.ccls. and (curv$3 near5 map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:26 |
| S13 2 | 72 | 345/586.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:10 |
| S13 1 | 99 | 345/587.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:10 |
| S18 3 | 0 | 345/552.ccls. and ((LOD or "level of detail" or "level-of-detail") same (parametric)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:09 |
| S18 2 | 0 | 345/587.ccls. and ((LOD or "level of detail" or "level-of-detail") same (parametric)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:09 |
| S18 1 | 170 | 345/552.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:09 |
| S13 0 | 0 | 345/552.ccls. and ((LOD or "level of detail" or "level-of-detail") same (parametric)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:09 |
| S12 9 | 0 | 345/587.ccls. and ((LOD or "level of detail" or "level-of-detail") same (parametric)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:09 |
| S12 7 | 3 | 345/552.ccls. and (curv$3 near5 map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:09 |

| S126 | 1 | 345/552.ccls. and (PTM or (parametric near7 map$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:09 |
|---|---|---|---|---|---|---|
| S125 | 159 | 345/552.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:09 |
| S180 | 20 | S178 and (parametric) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:01 |
| S179 | 49 | S178 and (parametric or polynomial or curv$5) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:01 |
| S178 | 74 | planar near5 (texture adj map$4) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:00 |
| S123 | 47 | S121 and (parametric or polynomial or curv$5) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:00 |
| S122 | 18 | S121 and (parametric) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 09:00 |
| S177 | 3 | 345/582.ccls. and (texel near3 curv$5) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:49 |
| S176 | 7 | 345/582.ccls. and ((curv$3 or curvature) same (select$3 near3 map$4)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:49 |
| S175 | 45 | 345/582.ccls. and ((curv$3 or curvature) near7 map$4) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:49 |

| S17 4 | 19 | 345/582.ccls. and (PTM) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:49 |
|---|---|---|---|---|---|---|
| S17 3 | 1 | 345/582.ccls. and (parametric adj map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:49 |
| S11 8 | 3 | 345/582.ccls. and (texel near3 curv$5) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:49 |
| S11 7 | 7 | 345/582.ccls. and ((curv$3 or curvature) same (select$3 near3 map$4)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:49 |
| S17 2 | 0 | 345/582.ccls. and (polynomial adj map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:48 |
| S11 6 | 45 | 345/582.ccls. and ((curv$3 or curvature) near7 map$4) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:48 |
| S11 5 | 17 | 345/582.ccls. and (PTM) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:48 |
| S11 4 | 0 | 345/582.ccls. and (polynomial adj map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:48 |
| S11 3 | 1 | 345/582.ccls. and (parametric adj map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:48 |
| S17 1 | 43 | (polynomial near3 texture) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:47 |

| S17 0 | 3 | 345/428.ccls. and (parametric same texture same map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:47 |
|---|---|---|---|---|---|---|
| S16 9 | 6 | 345/428.ccls. and (parametric near7 texture) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:47 |
| S10 8 | 40 | (polynomial near3 texture) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:47 |
| S10 6 | 3 | 345/428.ccls. and (parametric same texture same map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:47 |
| S10 5 | 6 | 345/428.ccls. and (parametric near7 texture) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:47 |
| S16 8 | 0 | 345/428.ccls. and (parametric same texture same viewpoint) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:46 |
| S10 7 | 0 | 345/428.ccls. and (parametric same texture same viewpoint) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:46 |
| S16 7 | 0 | "6922193".pn. and (("non" or "not") near3 parametric) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:45 |
| S16 3 | 10 | 345/426.ccls. and (parametric near7 map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:45 |
| S16 6 | 17 | 345/426.ccls. and (parametric same texture same map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:44 |

| | | | | | | |
|---|---|---|---|---|---|---|
| S16 5 | 4 | 345/426.ccls. and (parametric same texture same viewpoint) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:44 |
| S16 4 | 9 | 345/426.ccls. and (parametric near7 texture) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:44 |
| S16 2 | 6 | 345/423.ccls. and (parametric near5 texture) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:44 |
| S16 1 | 7 | 345/423.ccls. and (parametric near7 map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:44 |
| S16 0 | 1 | 345/423.ccls. and (parametric same texture same viewpoint) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:44 |
| S10 3 | 16 | 345/426.ccls. and (parametric same texture same map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:44 |
| S10 4 | 8 | 345/426.ccls. and (parametric near7 texture) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:43 |
| S10 2 | 4 | 345/426.ccls. and (parametric same texture same viewpoint) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:43 |
| S10 1 | 9 | 345/426.ccls. and (parametric near7 map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:43 |
| S99 | 6 | 345/423.ccls. and (parametric near5 texture) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:43 |

| S100 | 1 | 345/423.ccls. and (parametric same texture same viewpoint) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:42 |
|---|---|---|---|---|---|---|
| S98 | 7 | 345/423.ccls. and (parametric near7 map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:42 |
| S159 | 9 | S157 and (polynomial adj3 map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:19 |
| S158 | 3 | S157 and (parametric adj3 map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:17 |
| S157 | 21 | S156 and (texture adj map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:16 |
| S156 | 2418 | ("not" or non) adj parametric | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:16 |
| S154 | 21 | S153 and (texture adj map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/03 08:16 |
| S155 | 7 | horton-noah.in. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/02 15:15 |
| S153 | 2418 | ("not" or non) adj parametric | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/02 15:15 |
| S152 | 14 | ritter-bradford-a.in. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/02 15:14 |

| S96 | 13 | ritter-bradford-a.in. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/02 13:26 |
|---|---|---|---|---|---|---|
| S95 | 7 | horton-noah.in. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/09/02 13:26 |
| S94 | 0 | 345/619.ccls. and (parametric same texture same viewpoint) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 12:03 |
| S92 | 1 | 345/619.ccls. and (PTM or (parametric near7 map$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 12:03 |
| S91 | 4 | 345/619.ccls. and (parametric near7 (select$3 or chos$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 12:03 |
| S148 | 0 | 345/587.ccls. and (parametric near7 (select$3 or chos$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 12:02 |
| S146 | 19 | (S142 or S143) and parametric | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 12:02 |
| S77 | 8 | 345/423.ccls. and (parametric near7 (select$3 or chos$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 12:01 |
| S141 | 8 | ((texture) same (curv$5 or parametric)) and (distance same viewpoint same angle) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 12:00 |
| S69 | 63 | 345/646.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 12:00 |

| | | | | | | |
|---|---|---|---|---|---|---|
| S63 | 7 | ((texture) same (curv$5 or parametric)) and (distance same viewpoint same angle) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 12:00 |
| S56 | 2 | 382/285.ccls. and ((curve or curvature) near7 map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 12:00 |
| S55 | 1 | 382/285.ccls. and (PTM or (parametric near7 map$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 12:00 |
| S13 7 | 190 | 382/285.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 11:59 |
| S54 | 0 | 382/285.ccls. and ((select$3 near5 map$3) same (curv$3 or parametric)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 11:59 |
| S53 | 175 | 382/285.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 11:59 |
| S51 | 78 | 345/639.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 11:59 |
| S11 1 | 37 | (parametric adj texture adj map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/23 08:43 |
| S13 4 | 11 | "6515674"..pn. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 15:55 |
| S13 3 | 0 | "6515674".ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 15:55 |

| S97 | 2 | "20020060679" | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 15:55 |
|---|---|---|---|---|---|---|
| S40 | 62 | 345/586.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 15:46 |
| S39 | 86 | 345/587.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 15:46 |
| S49 | 0 | 345/587.ccls. and ((LOD or "level of detail" or "level-of-detail") same (parametric)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 15:19 |
| S48 | 0 | 345/552.ccls. and ((LOD or "level of detail" or "level-of-detail") same (parametric)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 15:19 |
| S47 | 3 | 345/552.ccls. and (curv$3 near5 map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 15:19 |
| S46 | 1 | 345/552.ccls. and (PTM or (parametric near7 map$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 15:19 |
| S12 4 | 29 | 345/585.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 15:18 |
| S45 | 147 | 345/552.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 15:18 |
| S38 | 28 | 345/585.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 15:18 |

| S121 | 72 | planar near5 (texture adj map$4) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 14:36 |
|------|-----|----------------------------------|-------------------------------------------|----|-----|-------------------|
| S120 | 0 | non-polynomial adj texture | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 14:35 |
| S119 | 2 | non-parametric adj texture | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 14:35 |
| S37 | 5 | 345/582.ccls. and ((curv$3 or curvature) same (select$3 near3 map$4)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 14:33 |
| S34 | 36 | 345/582.ccls. and ((curv$3 or curvature) near7 map$4) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 14:30 |
| S33 | 12 | 345/582.ccls. and (PTM) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 14:19 |
| S31 | 15 | 345/582.ccls. and (parametric near5 map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 14:19 |
| S112 | 717 | 345/582.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 14:18 |
| S30 | 645 | 345/582.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 14:18 |
| S110 | 18 | (polynomial adj texture adj map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 14:05 |

| S10 9 | 32 | S108 and (light$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 13:44 |
|---|---|---|---|---|---|---|
| S25 | 0 | 345/428.ccls. and (parametric same texture same viewpoint) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 13:43 |
| S24 | 3 | 345/428.ccls. and (parametric same texture same map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 13:43 |
| S23 | 6 | 345/428.ccls. and (parametric near7 texture) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 13:43 |
| S22 | 15 | 345/426.ccls. and (parametric same texture same map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 13:40 |
| S21 | 3 | 345/426.ccls. and (parametric same texture same viewpoint) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 13:40 |
| S19 | 9 | 345/426.ccls. and (parametric near7 map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 13:40 |
| S17 | 1 | 345/423.ccls. and (parametric same texture same viewpoint) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 13:39 |
| S16 | 5 | 345/423.ccls. and (parametric near5 texture) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 13:38 |
| S15 | 6 | 345/423.ccls. and (parametric near7 map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 13:38 |

| S8 | 10 | ritter-bradford-a.in. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 13:14 |
|---|---|---|---|---|---|---|
| S7 | 4 | horton-noah.in. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2005/06/22 13:14 |
| S90 | 6 | S89 and distance | US-PGPUB; USPAT; DERWENT | OR | OFF | 2004/12/29 15:05 |
| S89 | 12 | (US-20040096120-$).did. or (US-5446833-$ or US-5561756-$ or US-6108006-$ or US-6417860-$ or US-6515674-$ or US-6525731-$ or US-6583790-$ or US-6654013-$ or US-6822658-$).did. or (US-6078332-$ or US-6163320-$). did. | US-PGPUB; USPAT; DERWENT | OR | OFF | 2004/12/29 15:05 |
| S88 | 1 | ((select$3 or chos$3) adj (texture adj map)) same (luminosity or intensity or lighting) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 14:58 |
| S87 | 20 | 345/426.ccls. and (texture same parametric) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 14:57 |
| S86 | 17 | S85 and (texture adj map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 14:20 |
| S85 | 2006 | (non adj parametric) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 14:11 |
| S83 | 26 | S82 and (curv$5) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 10:19 |
| S82 | 79 | S81 and surface | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 10:19 |

| S81 | 114 | ((select$3 or chos$3) adj3 (texture adj map)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 10:01 |
|-----|-----|-----|-----|-----|-----|-----|
| S73 | 0 | ((select$3 or chos$3) adj3 (texture adj map)) same parametric | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 10:00 |
| S80 | 0 | 345/587.ccls. and (parametric near7 (select$3 or chos$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 09:56 |
| S79 | 1 | 345/586.ccls. and (parametric near7 (select$3 or chos$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 09:56 |
| S78 | 1 | 345/585.ccls. and (parametric near7 (select$3 or chos$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 09:56 |
| S76 | 22 | ((select$3 or chos$3) adj3 texture) same (curv$5 or spline) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 09:26 |
| S75 | 0 | ((select$3 or chos$3) adj3 texture) same parametric | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 09:25 |
| S74 | 0 | ((select$3 or chos$3) adj3 (texture adj map)) same (curv$5 or spline) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 09:25 |
| S72 | 7 | S71 and texture | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 09:24 |
| S71 | 19 | (S69 or S70) and parametric | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 09:01 |

| | | | | | | |
|---|---|---|---|---|---|---|
| S70 | 72 | 345/647.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 08:46 |
| S12 | 384 | 345/423.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/29 08:46 |
| S67 | 1 | S66 and (viewpoint and angle and (LOD or "level of detail" or "level-of-detail")) | US-PGPUB; USPAT; DERWENT | OR | OFF | 2004/12/21 12:44 |
| S66 | 11 | (US-20040096120-$).did. or (US-5446833-$ or US-5561756-$ or US-6108006-$ or US-6417860-$ or US-6515674-$ or US-6583790-$ or US-6654013-$ or US-6822658-$).did. or (US-6078332-$ or US-6163320-$).did. | US-PGPUB; USPAT; DERWENT | OR | OFF | 2004/12/21 09:08 |
| S65 | 68 | S64 and (curv$4 or curvature or arc) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/21 08:26 |
| S64 | 229 | ((select$3 or chos$3) near7 (texture adj map)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/21 08:26 |
| S62 | 14 | ((chos$3 near5 texture) same (curv$5 or parametric)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/21 08:02 |
| S61 | 57 | ((select$3 near5 texture) same (curv$5 or parametric)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/20 14:55 |
| S52 | 7 | ((select$3 near5 map$4) near3 texture) same (curv$5 or parametric) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/20 14:55 |
| S60 | 2 | "6115050".pn. | US-PGPUB; USPAT; DERWENT | OR | OFF | 2004/12/20 14:24 |

| S59 | 8 | S57 and angle | US-PGPUB; USPAT; DERWENT | OR | OFF | 2004/12/20 14:24 |
|---|---|---|---|---|---|---|
| S58 | 5 | S57 and (viewpoint) | US-PGPUB; USPAT; DERWENT | OR | OFF | 2004/12/20 14:20 |
| S57 | 11 | (US-20040096120-$).did. or (US-5561756-$ or US-6108006-$ or US-6417860-$ or US-6515674-$ or US-6583790-$ or US-6654013-$ or US-5446833-$ or US-6822658-$).did. or (US-6078332-$ or US-6163320-$). did. | US-PGPUB; USPAT; DERWENT | OR | OFF | 2004/12/20 14:18 |
| S50 | 0 | 345/582.ccls. and ((LOD or "level of detail" or "level-of-detail") same (parametric)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/20 10:38 |
| S44 | 2 | 345/582.ccls. and ((select$3 near5 map$3) same (curv$3 or parametric)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/20 10:30 |
| S43 | 0 | (S38 or S39 or S40) and ((select$3 near5 map$3) same (curv$3 or parametric)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/20 10:28 |
| S42 | 3 | (S38 or S39 or S40) and ((curve or curvature) near7 map$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/20 10:27 |
| S41 | 7 | (S38 or S39 or S40) and (PTM or (parametric near7 map$3)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/20 10:20 |
| S36 | 2 | "09505337" | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/16 14:46 |
| S32 | 13 | S31 and select$3 | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/16 14:41 |

| S28 | 43 | S26 and (texture near7 (different or various)) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/16 14:40 |
|------|------|------|------|------|------|------|
| S29 | 8 | S26 and (texture near7 (different or various)) and parametric | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/16 13:48 |
| S27 | 98 | S26 and texture | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/16 13:46 |
| S26 | 156 | (345/423.ccls. or 345/426.ccls or 345/428) and (select$3 near7 map) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/16 13:45 |
| S20 | 8 | 345/426.ccls. and (parametric near7 texture) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/16 13:38 |
| S18 | 567 | 345/426.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/16 12:59 |
| S14 | 0 | 345/423.ccls. and (parametric near7 version) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/15 14:39 |
| S13 | 93 | 345/423.ccls. and (parametric) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/15 14:39 |
| S11 | 62 | (parametric near5 texture) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT | OR | OFF | 2004/12/15 14:39 |
| S9 | 11 | ("20020024516" \| "20020122043" \| "20020131641" \| "20030026588" \| "5561756" \| "5872867" \| "6018349" \| "6515674" \| "6556210" \| "6583790" \| "6593933").PN. | US-PGPUB; USPAT; USOCR | OR | OFF | 2004/12/15 13:50 |

| S6 | 2 | "5973701".pn. | US-PGPUB;<br>USPAT;<br>DERWENT | OR | OFF | 2004/12/15 13:43 |
|----|----|---------------|----|----|----|----|
| S5 | 2 | "6348917".pn. | US-PGPUB;<br>USPAT;<br>DERWENT | OR | OFF | 2004/12/15 13:43 |
| S3 | 14 | "6348917.pn." "6163320".pn.<br>"6078332".pn. "5805782".pn.<br>"6169553".pn. "6037949".pn.<br>"5561756".pn. "6288730".pn.<br>"5805782".pn. | US-PGPUB;<br>USPAT;<br>DERWENT | OR | OFF | 2004/12/15 13:42 |
| S4 | 12 | "6417860".pn. "6462747".pn.<br>"6515674".pn. "5943058".pn.<br>"6078332".pn. "6229547".pn. | US-PGPUB;<br>USPAT;<br>DERWENT | OR | OFF | 2004/12/15 10:00 |

**RESULT LIST**
0 results found in the Worldwide database for:
**parametric AND texture AND viewpoint and MAP** in the title or abstract
(Results are sorted by date of upload in database)

**RESULT LIST**
6 results found in the Worldwide database for:
**parametric AND texture AND light and MAP** in the title or abstract
(Results are sorted by date of upload in database)

**1    System and method that compensate for rotations of textures defined
by parametric texture maps**

Inventor: RITTER BRADFORD A (US); CUNNIFF ROSS          Applicant:
(US)
EC:                                                    IPC: G09G5/00

Publication info: **US2005024374** - 2005-02-03

**2    APPARATUS FOR AND METHOD OF RENDERING 3D OBJECTS WITH
PARAMETRIC TEXTURE MAPS**

Inventor: MALZBENDER THOMAS; GELB DANIEL G      Applicant: HEWLETT PACKARD CO (US)

EC: G06T15/20A                                  IPC: G06T17/00

Publication info: **WO03038761** - 2003-05-08

**3    Apparatus for and method of rendering 3D objects with parametric
texture maps**

Inventor: MALZBENDER THOMAS (US); GELB DANIEL G Applicant:
(US)
EC: G06T15/20A                                  IPC: G06T15/30; G06T17/20; (+2)

Publication info: **US2002060679** - 2002-05-23

**4    APPARATUS FOR AND METHOD OF RENDERING 3D OBJECTS WITH
PARAMETRIC TEXTURE MAPS**

Inventor: GELB DAN (US); WOLTERS HANS J (US);    Applicant: HEWLETT PACKARD CO (US); GELB DAN
(+1)                                             (US); (+2)
EC: G06T15/20A                                  IPC: G06T15/20

Publication info: **WO0171668** - 2001-09-27

**5    Apparatus for and method of enhancing shape perception with
parametric texture maps**

Inventor: MALZBENDER THOMAS (US); GELB DANIEL   Applicant: HEWLETT PACKARD DEVELOPMENT CO (US)
GEORGE (US); (+1)
EC: G06T15/50                                   IPC: G06T15/60

Publication info: **US6654013** - 2003-11-25

**6    Apparatus for and method of converting height fields into parametric
texture maps**

Inventor: WOLTERS HANS JUERGEN (US)             Applicant: HEWLETT PACKARD DEVELOPMENT CO (US)

EC: G06T15/20A; G06T15/50D                       IPC: G09G5/00

Publication info: **US6583790** - 2003-06-24

Data supplied from the **esp@cenet** database - Worldwide

**RESULT LIST**
0 results found in the Worldwide database for:
**parametric AND texture AND threshold and MAP** in the title or abstract
(Results are sorted by date of upload in database)

---

Data supplied from the *esp@cenet* database - Worldwide

**RESULT LIST**
0 results found in the Worldwide database for:
**parametric AND non-parametric AND texture** in the title or abstract
(Results are sorted by date of upload in database)

Data supplied from the *esp@cenet* database - Worldwide

**RESULT LIST**
0 results found in the Worldwide database for:
**parametric AND BRDF AND texture** in the title or abstract
(Results are sorted by date of upload in database)

........................................................................

Data supplied from the *esp@cenet* database - Worldwide

**RESULT LIST**
5 results found in the Worldwide database for:
**polynomial AND map AND texture AND light** in the title or abstract
(Results are sorted by date of upload in database)

**1    APPARATUS FOR AND METHOD OF RENDERING 3D OBJECTS WITH PARAMETRIC TEXTURE MAPS**

Inventor: MALZBENDER THOMAS; GELB DANIEL G          Applicant: HEWLETT PACKARD CO (US)

EC: G06T15/20A                                                      IPC: G06T17/00

Publication info: **WO03038761** - 2003-05-08

**2    Apparatus for and method of rendering 3D objects with parametric texture maps**

Inventor: MALZBENDER THOMAS (US); GELB DANIEL G Applicant:
(US)
EC: G06T15/20A                                                      IPC: G06T15/30; G06T17/20; (+2)

Publication info: **US2002060679** - 2002-05-23

**3    APPARATUS FOR AND METHOD OF RENDERING 3D OBJECTS WITH PARAMETRIC TEXTURE MAPS**

Inventor: GELB DAN (US); WOLTERS HANS J (US);          Applicant: HEWLETT PACKARD CO (US); GELB DAN
(+1)                                                                      (US); (+2)
EC: G06T15/20A                                                      IPC: G06T15/20

Publication info: **WO0171668** - 2001-09-27

**4    Apparatus for and method of enhancing shape perception with parametric texture maps**

Inventor: MALZBENDER THOMAS (US); GELB DANIEL          Applicant: HEWLETT PACKARD DEVELOPMENT CO (US)
GEORGE (US); (+1)
EC: G06T15/50                                                      IPC: G06T15/60

Publication info: **US6654013** - 2003-11-25

**5    Apparatus for and method of converting height fields into parametric texture maps**

Inventor: WOLTERS HANS JUERGEN (US)          Applicant: HEWLETT PACKARD DEVELOPMENT CO (US)

EC: G06T15/20A; G06T15/50D                            IPC: G09G5/00

Publication info: **US6583790** - 2003-06-24

**RESULT LIST**
0 results found in the Worldwide database for:
**polynomial AND map AND texture AND threshold** in the title or abstract
(Results are sorted by date of upload in database)

# Searching PAJ

## Search Results : 0          [ Clear ]

| Text Search | If you want to conduct a Number Search, please click on the button to the right. | [ Number Search ] |

---

**Applicant,Title of invention,Abstract** — e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.
One letter word or Stopwords are not searchable.

| parametric texture viewpoint map | AND ▾ |

AND

| | AND ▾ |

AND

| | AND ▾ |

AND

---

**Date of publication of application** — e.g.19980401 - 19980405

[ ] - [ ]

AND

---

**IPC** — e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

[ ]

[ Search ]   [ Stored data ]

---

Copyright (C); 1998,2003 Japan Patent Office

# Searching PAJ

## Search Results : 0

[Clear]

| Text Search | If you want to conduct a Number Search, please click on the button to the right. | [Number Search] |

---

**Applicant,Title of invention,Abstract** — e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.
One letter word or Stopwords are not searchable.

| parametric texture light map | AND ▾ |

AND

| | AND ▾ |

AND

| | AND ▾ |

AND

---

**Date of publication of application** — e.g.19980401 - 19980405

| | - | |

AND

---

**IPC** — e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

| |

[Search]   [Stored data]

---

Copyright (C); 1998,2003 Japan Patent Office

# Searching PAJ

## Search Results : 0    [ Clear ]

| Text Search | If you want to conduct a Number Search, please click on the button to the right. | Number Search |

---

**Applicant,Title of invention,Abstract** — e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.
One letter word or Stopwords are not searchable.

| parametric texture threshold map | AND ▾ |

**AND**

| | AND ▾ |

**AND**

| | AND ▾ |

**AND**

---

**Date of publication of application** — e.g.19980401 - 19980405

| | - | |

**AND**

---

**IPC** — e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

| |

[ Search ]    [ Stored data ]

---

Copyright (C); 1998,2003 Japan Patent Office

# Searching PAJ

MENU | NEWS | HELP

## Search Results : 0          Clear

**Text Search** If you want to conduct a Number Search, please click on the button to the right.     Number Search

### Applicant,Title of invention,Abstract — e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.
One letter word or Stopwords are not searchable.

| parametric non-parametric texture | AND ▾ |

AND

| | AND ▾ |

AND

| | AND ▾ |

AND

### Date of publication of application — e.g.19980401 - 19980405

| | - | |

AND

### IPC — e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

| |

        Search          Stored data

Copyright (C); 1998,2003 Japan Patent Office

# Searching PAJ

## Search Results : 0

Clear

**Text Search** If you want to conduct a Number Search, please click on the button to the right. Number Search

---

**Applicant,Title of invention,Abstract** — e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.
One letter word or Stopwords are not searchable.

| parametric BRDF texture | AND ▼ |

AND

| | AND ▼ |

AND

| | AND ▼ |

AND

---

**Date of publication of application** — e.g.19980401 - 19980405

[          ] - [          ]

AND

---

**IPC** — e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

[                                              ]

Search | Stored data

---

Copyright (C); 1998,2003 Japan Patent Office

# Searching PAJ

## Search Results : 0

[Clear]

**Text Search** | If you want to conduct a Number Search, please click on the button to the right. [Number Search]

---

### Applicant,Title of invention,Abstract — e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.

One letter word or Stopwords are not searchable.

| polynomial map texture viewpoint | AND ▼ |

AND

| | AND ▼ |

AND

| | AND ▼ |

AND

---

### Date of publication of application — e.g.19980401 - 19980405

[          ] - [          ]

AND

---

### IPC — e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

[                                        ]

[Search]  [Stored data]

---

Copyright (C); 1998,2003 Japan Patent Office

# Searching PAJ

## Search Results : 0        Clear

| Text Search | If you want to conduct a Number Search, please click on the button to the right. | Number Search |

## Applicant,Title of invention,Abstract — e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.

One letter word or Stopwords are not searchable.

| polynomial map texture light | AND ▾ |

AND

| | AND ▾ |

AND

| | AND ▾ |

AND

## Date of publication of application — e.g.19980401 - 19980405

| | - | |

AND

## IPC — e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

| |

| Search | Stored data |

Copyright (C); 1998,2003 Japan Patent Office

# Searching PAJ

## Search Results : 0

Clear

**Text Search** If you want to conduct a Number Search, please click on the button to the right. Number Search

## Applicant,Title of invention,Abstract — e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.

One letter word or Stopwords are not searchable.

| polynomial map texture threshold | AND ▾ |

AND

| | AND ▾ |

AND

| | AND ▾ |

AND

## Date of publication of application — e.g.19980401 - 19980405

[        ] - [        ]

AND

## IPC — e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

[                    ]

Search | Stored data

THE ACM DIGITAL LIBRARY

Terms used **parametric** **texture** **viewpoint** **map**          Found **184** of **160,906**

Sort results
by            [relevance ▼]          ● Save results to a Binder          Try an Advanced Search
                                      ? Search Tips                      Try this search in The ACM Guide
Display
results       [expanded form ▼]       ☐ Open results in a new
                                        window

Results 1 - 20 of 184          Result page: **1**  2  3  4  5  6  7  8  9  10    next

Relevance scale ☐ ☒ ☒ ☒ ☒

**1  Synthesis of bidirectional texture functions on arbitrary surfaces**           ▨
Xin Tong, Jingdan Zhang, Ligang Liu, Xi Wang, Baining Guo, Heung-Yeung Shum
July 2002  **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual
conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: 📄 pdf(14.75 MB)    Additional Information: full citation, abstract, references, citings, index
                                                               terms

The bidirectional texture function (BTF) is a 6D function that can describe textures arising
from both spatially-variant surface reflectance and surface mesostructures. In this paper,
we present an algorithm for synthesizing the BTF on an arbitrary surface from a sample
BTF. A main challenge in surface BTF synthesis is the requirement of a consistent
mesostructure on the surface, and to achieve that we must handle the large amount of data
in a BTF sample. Our algorithm performs BTF synthesis bas ...

**Keywords:** 3D textons, bidirectional texture function, reflectance and shading models,
surfaces, texture mapping, texture synthesis

**2  Scenes & shadows: Level-of-detail representation of bidirectional texture functions for**   ▨
**real-time rendering**
Wan-Chun Ma, Sung-Hsiang Chao, Yu-Ting Tseng, Yung-Yu Chuang, Chun-Fa Chang, Bing-Yu
Chen, Ming Ouhyoung
April 2005  **Proceedings of the 2005 symposium on Interactive 3D graphics and games**

Full text available: 📄 pdf(804.20 KB)    Additional Information: full citation, abstract, references, index terms

This paper presents a new technique for rendering bidirectional texture functions (BTFs) at
different levels of detail (LODs). Our method first decomposes each BTF image into multiple
subbands with a Laplacian pyramid. Each vector of Laplacian coefficients of a texel at the
same level is regarded as a Laplacian bidirectional reflectance distribution function (BRDF).
These vectors are then further compressed by applying principal components analysis
(PCA). At the rendering stage, the LOD paramete ...

**Keywords:** antialiasing, bidirectional texture function, levels of detail, real-time rendering

**3  Session 2B: real-time interactions and rendering (short papers): An efficient**            ▨
**representation of complex materials for real-time rendering**
Wan-Chun Ma, Sung-Hsiang Chao, Bing-Yu Chen, Chun-Fa Chang, Ming Ouhyoung, Tomoyuki
Nishita
November 2004  **Proceedings of the ACM symposium on Virtual reality software and
technology VRST '04**

Full text available: 📄 pdf(570.63 KB)    Additional Information: full citation, abstract, references, index terms

In this paper, we propose an appearance representation for general complex materials

which can be applied in real-time rendering framework. By combining a single parametric shading function (such as the Phong model) and the proposed spatial-varying residual function (SRF), this representation can recover the appearance of complex materials with little loss of visual fidelity. The difference between the real data and the parametric shading is directly fitted by a specific function for easy recons ...

**Keywords:** bi-directional texture function, parametric shading function, reflectance

## 4 Session 5: simplification and meshes: Perceptually guided simplification of lit, textured meshes

Nathaniel Williams, David Luebke, Jonathan D. Cohen, Michael Kelley, Brenden Schubert
April 2003 **Proceedings of the 2003 symposium on Interactive 3D graphics**

Full text available: pdf(5.78 MB)     Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We present a new algorithm for best-effort simplification of polygonal meshes based on principles of visual perception. Building on previous work, we use a simple model of low-level human vision to estimate the perceptibility of local simplification operations in a view-dependent Multi-Triangulation structure. Our algorithm improves on prior perceptual simplification approaches by accounting for textured models and dynamic lighting effects. We also model more accurately the scale of visual chang ...

**Keywords:** level of detail, mesh simplification, perceptually motivated rendering

## 5 Session D: Geometry: View-dependent refinement of multiresolution meshes with subdivision connectivity

Daniel I. Azuma, Daniel N. Wood, Brian Curless, Tom Duchamp, David H. Salesin, Werner Stuetzle
February 2003 **Proceedings of the 2nd international conference on Computer graphics, virtual Reality, visualisation and interaction in Africa**

Full text available: pdf(3.07 MB)     Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

We present a view-dependent level-of-detail algorithm for triangle meshes with subdivision connectivity. The algorithm is more suitable for textured meshes of arbitrary topology than existing progressive mesh-based schemes. It begins with a wavelet decomposition of the mesh, and, per frame, finds a partial sum of wavelets necessary for high-quality renderings from that frame's viewpoint. We present a screen-space error metric that measures both geometric and texture deviation and tends to outper ...

**Keywords:** level-of-detail, multiresolution representations, view-dependent refinement, wavelets

## 6 Image-based 3D photography using opacity hulls

Wojciech Matusik, Hanspeter Pfister, Addy Ngan, Paul Beardsley, Remo Ziegler, Leonard McMillan
July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(27.14 MB)     Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We have built a system for acquiring and displaying high quality graphical models of objects that are impossible to scan with traditional scanners. Our system can acquire highly specular and fuzzy materials, such as fur and feathers. The hardware set-up consists of a turntable, two plasma displays, an array of cameras, and a rotating array of directional lights. We use multi-background matting techniques to acquire alpha mattes of the object from multiple viewpoints. The alpha mattes are used to ...

**Keywords:** 3D photography, image-based rendering

**7** Synthesizing bidirectional texture functions for real-world surfaces

Xinguo Liu, Yizhou Yu, Heung-Yeung Shum

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(4.30 MB)    Additional Information: full citation, abstract, references, citings, index terms

In this paper, we present a novel approach to synthetically generating bidirectional texture functions (BTFs) of real-world surfaces. Unlike a conventional two-dimensional texture, a BTF is a six-dimensional function that describes the appearance of texture as a function of illumination and viewing directions. The BTF captures the appearance change caused by visible small-scale geometric details on surfaces. From a sparse set of images under different viewing/lighting settings, our approach g ...

**Keywords**: bidirectional texture functions, image-based rendering, photometric stereo, reflectance and shading models, shape-from-shading, texture synthesis

**8** Session P9: interactive volume rendering: Accelerated volume ray-casting using texture mapping

Rüdiger Westermann, Bernd Sevenich

October 2001 **Proceedings of the conference on Visualization '01**

Full text available: pdf(9.47 MB) Publisher Site    Additional Information: full citation, abstract, references, citings, index terms

Acceleration techniques for volume ray-casting are primarily based on pre-computed data structures that allow one to efficiently traverse empty or homogeneous regions. In order to display volume data that successively undergoes color lookups, however, the data structures have to be re-built continuously. In this paper we propose a technique that circumvents this drawback using hardware accelerated texture mapping. In a first rendering pass we employ graphics hardware to interactively determine f ...

**Keywords**: graphics hardware, ray-casting, texture mapping, visualization, volume rendering

**9** Large meshes and GPU programming: Geometry clipmaps: terrain rendering using nested regular grids

Frank Losasso, Hugues Hoppe

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(964.46 KB) mov(24:47 MIN)    Additional Information: full citation, abstract, references

Rendering throughput has reached a level that enables a novel approach to level-of-detail (LOD) control in terrain rendering. We introduce the geometry clipmap, which caches the terrain in a set of nested regular grids centered about the viewer. The grids are stored as vertex buffers in fast video memory, and are incrementally refilled as the viewpoint moves. This simple framework provides visual continuity, uniform frame rate, complexity throttling, and graceful degradation. Moreover it allows ...

**Keywords**: level-of-detail control, terrain compression and synthesis

**10** Multiple viewpoint rendering

Michael Halle

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(3.89 MB)    Additional Information: full citation, references, citings, index terms

**11** Image-based transparency and refraction: Acquisition and rendering of transparent and

refractive objects
Wojciech Matusik, Hanspeter Pfister, Remo Ziegler, Addy Ngan, Leonard McMillan
July 2002 **Proceedings of the 13th Eurographics workshop on Rendering EGRW '02**

Full text available: 📄 pdf(16.22 MB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

This paper introduces a new image-based approach to capturing and modeling highly specular, transparent, or translucent objects. We have built a system for automatically acquiring high quality graphical models of objects that are extremely difficult to scan with traditional 3D scanners. The system consists of turntables, a set of cameras and lights, and monitors to project colored backdrops. We use multi-background matting techniques to acquire alpha and environment mattes of the object from mul ...

## 12 Using texture mapping with mipmapping to render a VLSI layout
Jeff Solomon, Mark Horowitz
June 2001 **Proceedings of the 38th conference on Design automation**

Full text available: 📄 pdf(707.96 KB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

This paper presents a method of using texture mapping with mipmapping to render a VLSI layout. Texture mapping is used to save already rasterized areas of the layout from frame to frame, and to take advantage of any hardware accelerated capabilities of the host platform. Mipmapping is used to select which textures to display so that the amount of information sent to the display is bounded, and the image rendered on the display is filtered correctly. Additionally, two caching schemes are e ...

**Keywords**: VLSI layout editor, mipmapping, texture mapping

## 13 Non-photorealistic virtual environments
Allison W. Klein, Wilmot Li, Michael M. Kazhdan, Wagner T. Corrêa, Adam Finkelstein, Thomas A. Funkhouser
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: 📄 pdf(5.48 MB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We describe a system for non-photorealistic rendering (NPR) of virtual environments. In real time, it synthesizes imagery of architectural interiors using stroke-based textures. We address the four main challenges of such a system — interactivity, visual detail, controlled stroke size, and frame-to-frame coherence — through image based rendering (IBR) methods. In a preprocessing stage, we capture photos of a real or synthetic environment, map the photos to a coarse model of the ...

**Keywords**: image-based rendering, interactive virtual environments, non-photorealistic rendering, texture mapping

## 14 Texture mapping progressive meshes
Pedro V. Sander, John Snyder, Steven J. Gortler, Hugues Hoppe
August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available: 📄 pdf(5.18 MB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Given an arbitrary mesh, we present a method to construct a progressive mesh (PM) such that all meshes in the PM sequence share a common texture parametrization. Our method considers two important goals simultaneously. It minimizes texture stretch (small texture distances mapped onto large surface distances) to balance sampling rates over all locations and directions on the surface. It also minimizes texture deviation ("slippage" error based on parametric correspondence) to obtain ...

**Keywords**: mesh simplification, surface flattening, surface parametrization, texture stretch

**15** Texture mapping 3D models of real-world scenes

Frederick M. Weinhaus, Venkat Devarajan

December 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 4

Full text available: pdf(1.98 MB)      Additional Information: full citation, abstract, references, index terms, review

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The techniqu ...

**Keywords:** anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual simulators, voxels

**16** Appearance-preserving simplification

Jonathan Cohen, Marc Olano, Dinesh Manocha

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques SIGGRAPH '98**

Full text available: pdf(3.66 MB)      Additional Information: full citation, references, citings, index terms

**Keywords:** attributes, color, maps, normal, parameterization, simplification, texture

**17** Relief texture mapping

Manuel M. Oliveira, Gary Bishop, David McAllister

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(1.58 MB)      Additional Information: full citation, abstract, references, citings, index terms

We present an extension to texture mapping that supports the representation of 3-D surface details and view motion parallax. The results are correct for viewpoints that are static or moving, far away or nearby. Our approach is very simple: a relief texture (texture extended with an orthogonal displacement per texel) is mapped onto a polygon using a two-step process: First, it is converted into an ordinary texture using a surprisingly simple 1-D forward transform. The result ...

**Keywords:** image-based rendering, range images, rendering, texture mapping

**18** Layered depth images

Jonathan Shade, Steven Gortler, Li-wei He, Richard Szeliski

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(584.98 KB)      Additional Information: full citation, references, citings, index terms

**19** Modelling for heritage experiences: Composite textures: emulating building materials and vegetation for 3D models

Alexey Zalesny, Dominik Auf der Maur, Luc Van Gool

November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

In building 3D site models for visualization and virtual walkthrough, most emphasis so far has been on creating the 3D shape models. Less emphasis has been on creating realistic textures, e.g. to simulate building materials or vegetation. Nevertheless, the appearance of object and landscape models will depend at least as much on their textures, as on the precision of their geometry. The paper proposes a texture synthesis technique for the simulation of building materials and vegetation types. As ...

**Keywords**: statistical texture modeling, texture analysis, texture synthesis

**20** <u>Steerable illumination textures</u>

Michael Ashikhmin, Peter Shirley

We introduce a new set of illumination basis functions designed for lighting bumpy surfaces. This lighting includes shadowing and interreflection. To create an image with a new light direction, only a linear combination of precomputed textures is required. This is possible by using a carefully selected set of steerable basis functions. Steerable basis lights have the property that they allow lights to move continuously without jarring visual artifacts. The new basis lights are shown to produce i ...

**Keywords**: Bump mapping, displacement mapping, relighting, steerable functions, textures

THE ACM DIGITAL LIBRARY

🔖 Feedback  Report a problem  Satisfaction survey

Terms used **parametric** **texture** **viewpoint** **map** **non** **parametric**                    Found **23** of **160,906**

Sort results by   [relevance ▼]          ◈ **Save results to a Binder**          Try an **Advanced Search**
                                          ⓘ **Search Tips**                       Try this search in **The ACM Guide**
Display results   [expanded form ▼]      ☐ **Open results in a new window**

Results 1 - 20 of 23                          Result page: **1**  2   next

Relevance scale ☐ ▭ ▨ ▩ ▩

**1**  **Non-photorealistic virtual environments**                                        ▩
Allison W. Klein, Wilmot Li, Michael M. Kazhdan, Wagner T. Corrêa, Adam Finkelstein, Thomas A. Funkhouser
July 2000   **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: 📄 pdf(5.48 MB)      Additional Information: full citation, abstract, references, citings, index terms

We describe a system for non-photorealistic rendering (NPR) of virtual environments. In real time, it synthesizes imagery of architectural interiors using stroke-based textures. We address the four main challenges of such a system — interactivity, visual detail, controlled stroke size, and frame-to-frame coherence — through image based rendering (IBR) methods. In a preprocessing stage, we capture photos of a real or synthetic environment, map the photos to a coarse model of the ...

**Keywords**: image-based rendering, interactive virtual environments, non-photorealistic rendering, texture mapping

**2**  **Synthesizing bidirectional texture functions for real-world surfaces**             ▩
Xinguo Liu, Yizhou Yu, Heung-Yeung Shum
August 2001  **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available: 📄 pdf(4.30 MB)      Additional Information: full citation, abstract, references, citings, index terms

In this paper, we present a novel approach to synthetically generating bidirectional texture functions (BTFs) of real-world surfaces. Unlike a conventional two-dimensional texture, a BTF is a six-dimensional function that describes the appearance of texture as a function of illumination and viewing directions. The BTF captures the appearance change caused by visible small-scale geometric details on surfaces. From a sparse set of images under different viewing/lighting settings, our approach g ...

**Keywords**: bidirectional texture functions, image-based rendering, photometric stereo, reflectance and shading models, shape-from-shading, texture synthesis

**3**  **Synthesis of bidirectional texture functions on arbitrary surfaces**               ▩
Xin Tong, Jingdan Zhang, Ligang Liu, Xi Wang, Baining Guo, Heung-Yeung Shum
July 2002   **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: 📄 pdf(14.75 MB)     Additional Information: full citation, abstract, references, citings, index terms

The bidirectional texture function (BTF) is a 6D function that can describe textures arising

from both spatially-variant surface reflectance and surface mesostructures. In this paper, we present an algorithm for synthesizing the BTF on an arbitrary surface from a sample BTF. A main challenge in surface BTF synthesis is the requirement of a consistent mesostructure on the surface, and to achieve that we must handle the large amount of data in a BTF sample. Our algorithm performs BTF synthesis bas ...

**Keywords**: 3D textons, bidirectional texture function, reflectance and shading models, surfaces, texture mapping, texture synthesis

4 Image-based transparency and refraction: Acquisition and rendering of transparent and refractive objects
Wojciech Matusik, Hanspeter Pfister, Remo Ziegler, Addy Ngan, Leonard McMillan
July 2002 **Proceedings of the 13th Eurographics workshop on Rendering EGRW '02**

Full text available: pdf(16.22 MB)     Additional Information: full citation, abstract, references, citings, index terms

This paper introduces a new image-based approach to capturing and modeling highly specular, transparent, or translucent objects. We have built a system for automatically acquiring high quality graphical models of objects that are extremely difficult to scan with traditional 3D scanners. The system consists of turntables, a set of cameras and lights, and monitors to project colored backdrops. We use multi-background matting techniques to acquire alpha and environment mattes of the object from mul ...

5 Lapped textures
Emil Praun, Adam Finkelstein, Hugues Hoppe
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(9.11 MB)     Additional Information: full citation, abstract, references, citings, index terms

We present for creating texture over an surface mesh using an example 2D texture. The approach is to identify interesting regions (texture patches) in the 2D example, and to repeatedly paste them onto the surface until it is completely covered. We call such a collection of overlapping patches a lapped texture. It is rendered using compositing operations, either into a traditional global texture map during a preprocess, or directly with the surface at runtim ...

**Keywords**: parametrizations, texture mapping, texture synthesis

6 Acquiring the reflectance field of a human face
Paul Debevec, Tim Hawkins, Chris Tchou, Haarm-Pieter Duiker, Westley Sarokin, Mark Sagar
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(3.70 MB)     Additional Information: full citation, abstract, references, citings, index terms

We present a method to acquire the reflectance field of a human face and use these measurements to render the face under arbitrary changes in lighting and viewpoint. We first acquire images of the face from a small set of viewpoints under a dense sampling of incident illumination directions using a light stage. We then construct a reflectance function image for each observed image pixel from its values over the space of illumination directions. From the reflectance functions, we can directl ...

**Keywords**: facial animation, image-based modeling, rendering and lighting

7 Applications: Tour into the video: image-based navigation scheme for video sequences of dynamic scenes
Hyung Woo Kang, Sung Yong Shin
November 2002 **Proceedings of the ACM symposium on Virtual reality software and technology**

Tour Into the Picture (TIP) is a method for generating a sequence of walk-through images from a single reference image. By navigating a 3D scene model constructed from the image, TIP provides convincing 3D effects. This paper presents a comprehensive scheme for creating walk-through images from a video sequence by generalizing the idea of TIP. The purpose of this work is to let users experience the feel of navigating into a video sequence with their own interpretation and imagination about a giv ...

**Keywords:** animation, image-based rendering, video sequence

## 8 Image-based 3D photography using opacity hulls

Wojciech Matusik, Hanspeter Pfister, Addy Ngan, Paul Beardsley, Remo Ziegler, Leonard McMillan
July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

We have built a system for acquiring and displaying high quality graphical models of objects that are impossible to scan with traditional scanners. Our system can acquire highly specular and fuzzy materials, such as fur and feathers. The hardware set-up consists of a turntable, two plasma displays, an array of cameras, and a rotating array of directional lights. We use multi-background matting techniques to acquire alpha mattes of the object from multiple viewpoints. The alpha mattes are used to ...

**Keywords:** 3D photography, image-based rendering

## 9 Texture synthesis: Parallel controllable texture synthesis

Sylvain Lefebvre, Hugues Hoppe
July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3

We present a texture synthesis scheme based on neighborhood matching, with contributions in two areas: parallelism and control. Our scheme defines an infinite, deterministic, aperiodic texture, from which windows can be computed in real-time on a GPU. We attain high-quality synthesis using a new analysis structure called the Gaussian stack, together with a coordinate upsampling step and a subpass correction approach. Texture variation is achieved by multiresolution jittering of exemplar coordina ...

**Keywords:** Gaussian stack, coordinate jitter, data amplification, neighborhood matching, runtime content synthesis, synthesis magnification

## 10 Modelling for heritage experiences: Composite textures: emulating building materials and vegetation for 3D models

Alexey Zalesny, Dominik Auf der Maur, Luc Van Gool
November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

In building 3D site models for visualization and virtual walkthrough, most emphasis so far has been on creating the 3D shape models. Less emphasis has been on creating realistic textures, e.g. to simulate building materials or vegetation. Nevertheless, the appearance of object and landscape models will depend at least as much on their textures, as on the precision of their geometry. The paper proposes a texture synthesis technique for the simulation of building materials and vegetation types. As ...

**Keywords:** statistical texture modeling, texture analysis, texture synthesis

## 11 WYSIWYG NPR: drawing strokes directly on 3D models

Robert D. Kalnins, Lee Markosian, Barbara J. Meier, Michael A. Kowalski, Joseph C. Lee, Philip L. Davidson, Matthew Webb, John F. Hughes, Adam Finkelstein

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(8.14 MB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We present a system that lets a designer directly annotate a 3D model with strokes, imparting a personal aesthetic to the non-photorealistic rendering of the object. The artist chooses a "brush" style, then draws strokes over the model from one or more viewpoints. When the system renders the scene from any new viewpoint, it adapts the number and placement of the strokes appropriately to maintain the original look.

**Keywords:** interactive techniques, non-photorealism

## 12 Interactive global illumination in dynamic scenes

Parag Tole, Fabio Pellacini, Bruce Walter, Donald P. Greenberg

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(13.82 MB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

In this paper, we present a system for interactive computation of global illumination in dynamic scenes. Our system uses a novel scheme for caching the results of a high quality pixel-based renderer such as a bidirectional path tracer. The Shading Cache is an object-space hierarchical subdivision mesh with lazily computed shading values at its vertices. A high frame rate display is generated from the Shading Cache using hardware-based interpolation and texture mapping. An image space sampling sc ...

**Keywords:** Monte Carlo techniques, illumination, parallel computing, ray tracing, rendering, rendering systems

## 13 Content analysis: A mid-level representation framework for semantic sports video analysis

Ling-Yu Duan, Min Xu, Tat-Seng Chua, Qi Tian, Chang-Sheng Xu

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available: pdf(1.42 MB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Sports video has been widely studied due to its tremendous commercial potentials. Despite encouraging results from various specific sports games, it is almost impossible to extend a system for a new sports game because they usually employ different sets of low-level features appropriate for the specific games and closely coupled with the use of game specific rules to detect events or highlights. There is a lack of internal representation and structure to be generic and applicable for many differ ...

**Keywords:** events, mid-level representation, semantics, sports video

## 14 Decoupling BRDFs from surface mesostructures

Jan Kautz, Mirko Sattler, Ralf Sarlette, Reinhard Klein, Hans-Peter Seidel

May 2004 **Proceedings of the 2004 conference on Graphics interface GI '04**

Full text available: pdf(582.03 KB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

We present a technique for the easy acquisition of realistic materials and mesostructures, without acquiring the actual BRDF. The method uses the observation that under certain circumstances the mesostructure of a surface can be acquired independently of the underlying BRDF.The acquired data can be used directly for rendering with little preprocessing. Rendering is possible using an offline renderer but also using graphics

hardware, where it achieves real-time frame rates. Compelling results are ...

**Keywords**: graphics hardware, reflectance, texture mapping

**15** Video textures
Arno Schödl, Richard Szeliski, David H. Salesin, Irfan Essa
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(1.20 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper introduces a new type of medium, called a video texture, which has qualities somewhere between those of a photograph and a video. A video texture provides a continuous infinitely varying stream of images. While the individual frames of a video texture may be repeated from time to time, the video sequence as a whole is never repeated exactly. Video textures can be used in place of digital photos to infuse a static image with dynamic qualities and explicit actions. ...

**Keywords**: animation, image-based rendering, morphing, multimedia, natural phenomena, texture synthesis, video sprites, video-based animation, video-based rendering, view morphing

**16** Rendering: Scalable photon splatting for global illumination
Fabien Lavignotte, Mathias Paulin
February 2003 **Proceedings of the 1st international conference on Computer graphics and interactive techniques in Australasia and South East Asia**

Full text available: pdf(11.11 MB)   Additional Information: full citation, abstract, references, index terms

In this paper, we present a new image based method for computing efficiently global illumination using graphics hardware. We propose a two pass method to compute global lighting at each pixel. In the first pass, photons are traced from the light sources and their hit points are stored. Then, in the second pass, each photons hit point is splatted on the image to reconstruct the irradiance. The main advantages of our method in comparison with previous approaches is scalability. Indeed, it can be u ...

**Keywords**: density estimation, global illumination, graphics hardware, photon tracing

**17** Spatiotemporal sensitivity and visual attention for efficient rendering of dynamic environments
Hector Yee, Sumanita Pattanaik, Donald P. Greenberg
January 2001 **ACM Transactions on Graphics (TOG)**, Volume 20 Issue 1

Full text available: pdf(3.96 MB)   Additional Information: full citation, abstract, references, citings, index terms

We present a method to accelerate global illumination computation in prerendered animations by taking advantage of limitations of the human visual system. A spatiotemporal error tolerance map, constructed from psychophysical data based on velocity dependent contrast sensitivity, is used to accelerate rendering. The error map is augmented by a model of visual attention in order to account for the tracking behavior of the eye. Perceptual acceleration combined with good sampling protocols prov ...

**18** Seamless multi-projector display on curved screens
Jeroen van Baar, Thomas Willwacher, Srinivas Rao, Ramesh Raskar
May 2003 **Proceedings of the workshop on Virtual environments 2003 EGVE '03**

Full text available: pdf(7.33 MB)   Additional Information: full citation, abstract, references, citings, index terms

We describe a new technique to display seamless images using overlapping projectors on curved surfaces. Our method addresses issues such as automatic registration, smooth intensity blending and efficient rendering. Previous techniques for automatically registered

seamless displays have focused mainly on planar displays. Techniques for curved screens currently involve cumbersome manual alignment to make the installation conform to the intended design.

**Keywords**: calibration, curved surfaces, projectors, rendering, seamless displays, virtual reality

## 19 Image-based modeling and lighting

Paul E. Debevec
November 1999 **ACM SIGGRAPH Computer Graphics**, Volume 33 Issue 4

Full text available: pdf(1.94 MB)     Additional Information: full citation, index terms

## 20 Image-based transparency and refraction: Image-based environment matting

Yonatan Wexler, Andrew. W. Fitzgibbon, Andrew. Zisserman
July 2002 **Proceedings of the 13th Eurographics workshop on Rendering EGRW '02**

Full text available: pdf(5.62 MB)     Additional Information: full citation, abstract, references, citings, index terms

Environment matting is a powerful technique for modeling the complex light-transport properties of real-world *optically active elements:* transparent, refractive and reflective objects. Recent research has shown how environment mattes can be computed for real objects under carefully controlled laboratory conditions. However, many objects for which environment mattes are necessary for accurate rendering cannot be placed into a calibrated lighting environment. We show in this paper that anal ...

Results 1 - 20 of 23                 Result page: **1**   2   next

Key: **IEEE JNL** = IEEE Journal or Magazine, **IEE JNL** = IEE Journal or Magazine, **IEEE CNF** = IEEE Conference, **IEE CNF** = IEE Conference, **IEEE STD** = IEEE Standard

1. **Fast and accurate texture placement**
   Shirman, L.; Kamen, Y.;
   Computer Graphics and Applications, IEEE
   Volume 17, Issue 1, Jan.-Feb. 1997 Page(s):60 - 66
   **IEEE JNL**

2. **Size preserving pattern mapping**
   Kurzion, Y.; Moller, T.; Yagel, R.;
   Visualization '98. Proceedings
   18-23 Oct. 1998 Page(s):367 - 373, 552
   **IEEE CNF**

3. **On-the-fly texture computation for real-time surface shading**
   Miller, G.; Halstead, M.; Clifton, M.;
   Computer Graphics and Applications, IEEE
   Volume 18, Issue 2, March-April 1998 Page(s):44 - 58
   **IEEE JNL**

4. **Painting textures with a haptic interface**
   Johnson, D.; Thompson, T.V., II; Kaplan, M.; Nelson, D.; Cohen, E.;
   Virtual Reality, 1999. Proceedings., IEEE
   13-17 March 1999 Page(s):282 - 285
   **IEEE CNF**

5. **A field interpolated texture mapping algorithm for skeletal implicit surfaces**
   Tigges, M.; Wyvill, B.;
   Computer Graphics International, 1999. Proceedings
   7-11 June 1999 Page(s):25 - 32, 240
   **IEEE CNF**

6. **Multivariate Gaussian MRF for multispectral scene segmentation and anomaly detection**
   Hazel, G.G.;
   Geoscience and Remote Sensing, IEEE Transactions on
   Volume 38, Issue 3, May 2000 Page(s):1199 - 1211
   **IEEE JNL**

7. **Line art illustrations of parametric and implicit forms**
   Elber, G.;
   Visualization and Computer Graphics, IEEE Transactions on
   Volume 4, Issue 1, Jan.-March 1998 Page(s):71 - 81
   **IEEE JNL**

8. **Texture analysis and classification of SAR images of urban areas**
   Dekker, R.J.;
   Remote Sensing and Data Fusion over Urban Areas, 2003. 2nd GRSS/ISPRS Joint Workshop on
   22-23 May 2003 Page(s):258 - 262
   **IEEE CNF**

9. **Time-variable-parametric relaxation labeling and its application in texture segmentation**
   Hun-Tao Qian; Qi Wang; Suen, C.Y.;
   Machine Learning and Cybernetics, 2002. Proceedings. 2002 International Conference on
   Volume 1, 4-5 Nov. 2002 Page(s):486 - 491 vol.1
   **IEEE CNF**

10. **Multiresolution parametric region tracking for 2D object replacement in video**
Brasnett, P.; Bull, D.R.; Canagarajah, N.;
Image Processing, 2004. ICIP '04. 2004 International Conference on
Volume 2, 24-27 Oct. 2004 Page(s):1013 - 1016 Vol.2
**IEEE CNF**

11. **MAP model order selection rule for 2-D sinusoids in white noise**
Kliger, M.; Francos, J.M.;
Signal Processing, IEEE Transactions on [see also Acoustics, Speech, and Signal Processing, IEEE Transactions on]
Volume 53, Issue 7, July 2005 Page(s):2563 - 2575
**IEEE JNL**

12. **Empirical calibration method for adding colour to range images**
Robertson, C.; Fisher, R.B.;
3D Data Processing Visualization and Transmission, 2002. Proceedings. First International Symposium on
19-21 June 2002 Page(s):558 - 561
**IEEE CNF**

13. **Visualizing flow over curvilinear grid surfaces using line integral convolution**
Forssell, L.K.;
Visualization, 1994., Visualization '94, Proceedings., IEEE Conference on
17-21 Oct. 1994 Page(s):240 - 247, CP27
**IEEE CNF**

14. **Interactively evolving virtual environment maps with continuous layered pattern functions**
Lewis, M.; Parent, R.;
Computer Animation, 2002. Proceedings of
19-21 June 2002 Page(s):49 - 52
**IEEE CNF**

15. **Wavelet-based texture analysis for SAR image classification**
Chumsamrong, W.; Thitimajshima, P.; Rangsanseri, Y.;
Geoscience and Remote Sensing Symposium, 1999. IGARSS '99 Proceedings. IEEE 1999 International
Volume 3, 28 June-2 July 1999 Page(s):1564 - 1566 vol.3
**IEEE CNF**

16. **Function representation for sweeping by a moving solid**
Sourin, A.I.; Pasko, A.A.;
Visualization and Computer Graphics, IEEE Transactions on
Volume 2, Issue 1, March 1996 Page(s):11 - 18
**IEEE JNL**

17. **Lightweight face relighting**
Paris, S.; Sillion, F.X.; Quan, L.;
Computer Graphics and Applications, 2003. Proceedings. 11th Pacific Conference on
8-10 Oct. 2003 Page(s):41 - 50
**IEEE CNF**

18. **Parametric face modeling and affect synthesis**
Mallick, S.P.; Trivedi, M.;
Multimedia and Expo, 2003. ICME '03. Proceedings. 2003 International Conference on
Volume 1, 6-9 July 2003 Page(s):I - 225-8 vol.1
**IEEE CNF**

**IEEE** *Xplore*

**Search Result - Print Format**

**Key: IEEE JNL** = IEEE Journal or Magazine,   **IEE JNL** = IEE Journal or Magazine,   **IEEE CNF** = IEEE Conference,   **IEE CNF** = IEE Conference,   **IEEE STD** = IEEE Standard

1.   **Texture analysis and classification of SAR images of urban areas**
     Dekker, R.J.;
     Remote Sensing and Data Fusion over Urban Areas, 2003. 2nd GRSS/ISPRS Joint Workshop on
     22-23 May 2003 Page(s):258 - 262
     **IEEE CNF**

**Welcome United States Patent and Trademark Office**

**Search Results**

**BROWSE**　　　　**SEARCH**　　　　**IEEE XPLORE GUIDE**　　　　**SUPPORT**

Results for "(((parametric <and> texture <and> map <and> viewpoint))<in>metadata)"　　　☑ e-mail 🖨 printer friendly
Your search matched **0** documents.
A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

**» Search Options**

View Session History

New Search

**» Key**

| | |
|---|---|
| **IEEE JNL** | IEEE Journal or Magazine |
| **IEE JNL** | IEE Journal or Magazine |
| **IEEE CNF** | IEEE Conference Proceeding |
| **IEE CNF** | IEE Conference Proceeding |
| **IEEE STD** | IEEE Standard |

**Modify Search**

(((parametric <and> texture <and> map <and> viewpoint))<in>metadata)　　🔊

☐ Check to search only within this results set

**Display Format:**　　◉ Citation　　○ Citation & Abstract

**No results were found.**

Please edit your search criteria and try again. Refer to the Help pages if you need assistance revising your search.

Help　　Contact Us　　Privacy & Security　　IEEE.org